
Subject: Re: Music

Posted by [_SSnipe_](#) on Mon, 09 Jul 2007 00:00:30 GMT

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Quote: title=Reborn wrote on Mon, 09 July 2007 01:50]For the stealth vehichles...

void MDB_SSGM_Vehicle is attached to all vehichles. If you used the command on ::created to set it as a stealth vehichle it should make all vehichles stealth for cp users. It will be totally unfair for people that use the cp, and be a dis-advantage for people who can be arsed to download and install it. Not really rewarding.

well tis only one present i want in the crate to be stealth and its the mammy >;) i already changed the crate to get the GDI_Mammoth_Tank_Player and i ONLY what that vech to be stealth so how can i do that?

Quote:

For the buildings...

Make a script that uses these statements.

```
Commands->Set_Shield_Type(obj,"Blamo");  
Set_Damage_Points(obj,0.0f);  
Set_Death_Points(obj,0.0f);
```

Then attach it to the buildings using level edit, or do it directly using the source code:

```
Is_SoldierFactory(obj)  
Is_VehicleFactory(obj)  
etc etc etc...
```

what im trying to do is add this part to my test command so then when u hit it no buildings can die or loose health then when done do another command that puts it back to normal but for now lets try t figure out the first part

are the buidling presents like this?
mp_Nod_Airstrip

Quote:

For the spectator thing...

Make sure you use these statements, if he is flying then he might not make footstep sounds anyway? I'm not sure I have never looked into it in much detail...

```
Commands->Set_Is_Visible(obj,0); Commands->Set_Model(obj,"null");  
Commands->Display_Health_Bar(obj, false);  
Commands->Enable_HUD(false);  
[/quote]
```

ok spectate changed ill test it some other time soon as i find out why the ssmg wont let it compiler